

NOTICE

THESE REGULATIONS ARE NOT QUOTED
VERBATIM FROM STATE LAW. THEY HAVE BEEN SIMPLI-
FIED FOR YOUR CONVENIENCE.

For further details, consult your local **Alaska Department of Fish and Game** (ADF&G), Division of Wildlife Conservation representative in area code 907:

Anchorage	267-2137	Ketchikan	225-2475
Barrow	852-3464	King Salmon	246-3340
Bethel	543-2979	Kodiak	486-1880
Cordova	424-3215	Kotzebue	442-3420
Delta Junction	895-4484	McGrath	524-3323
Dillingham	842-2334	Nome	443-2271
Douglas	465-4265	Palmer	746-6300
Fairbanks	459-7206	Petersburg	772-3801
Galena	656-1345	Sitka	747-5449
Glennallen	822-3461	Soldotna	262-9368
Homer	235-8191	Tok	883-2971

Fish and Wildlife Protection Troopers in the Department of Public Safety enforce the hunting regulations outlined in this summary booklet. If you have witnessed a violation and want to report it you can call the nearest F&WP office from the following list in area code 907.

Anchorage	269-5443	Iliamna	571-1534
Aniak	675-4352	Juneau	465-4000
Bethel	543-5955	Ketchikan	225-5111
Big Lake	892-3474	King Salmon	246-3307
Coldfoot	678-5211	Kotzebue	442-3222
Cordova	424-3184	Kodiak	486-4762
Craig (Klawock)	755-2291	McGrath	524-3222
Delta Junction	895-4681	Nome	443-2429
Dillingham	842-5351	Palmer	745-4247
Dutch Harbor	581-1432	Petersburg	772-3983
Fairbanks	451-5350	Seward	224-3935
Galena	656-1634	Sitka	747-3254
Glennallen	822-3263	Soldotna	262-5312
Haines	766-2533	Tok	883-4471
Hoonah	945-3620		
Homer	235-8573		

These regulations are taken from Title 5, Alaska Administrative Code and Title 16 of Alaska Statutes, both of which are available for inspection at Alaska Department of Fish and Game offices. Other sections of Title 5 that control or affect other uses of game are included in **Miscellaneous Game Regulations, Trapping Regulations, and Waterfowl Regulations**, are available at all department offices.

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HOW TO USE THIS BOOK

- 1) First read the statewide general information on pages 5-32.
- 2) Beginning on page 33, determine which Game Management Unit (unit) you wish to hunt. A map is inserted with each unit for reference. In each unit you will find the big game species you can take as well as the bag limits and seasons.

Please read all information in the colored boxes that include the species name.
- 3) Restricted Areas are listed at the beginning of each unit. Here you will find areas in your chosen unit where hunting is closed or restricted, or methods of access are controlled by state Board of Game regulation. Remember these restrictions are in addition to any restrictions imposed by landowners (e.g., private or federal).
- 4) Statewide seasons and bag limits for fur animals, small game (except waterfowl), unclassified game, and deleterious exotic wildlife are provided on pages 122-125.



GOVERNOR OF ALASKA
Frank H. Murkowski

COMMISSIONER OF FISH AND GAME
Kevin Duffy

**DIRECTOR OF
DIVISION OF WILDLIFE CONSERVATION**
Matt Robus

**ADF&G
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Cliff Judkins	Wasilla
Sharon McLeod-Everette	Fairbanks
Ron Somerville	Juneau
Ted Spraker	Soldotna

Cover Photo: Travis Smith (age 11) was successful in bagging a nice male black bear with his father, Roy Smith, and a friend, Paul Bell. They hunted high above Cooper Lake, in the Kenai Mountains on a fall day, when there were several bears feeding on the abundant blueberries. Photo by Paul Bell.

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MAJOR CHANGES IN 2003-2004 REGULATIONS

Here is a summary of some of the more significant regulation changes adopted by the Alaska Board of Game during the past year. This is not a complete list of all the changes. It is your responsibility to read this book carefully before going afield.

BROWN BEAR

Unit 4, the NE Chichagof Controlled Use Area, reopen the fall brown bear registration hunt in entire area, Sept. 15-Dec. 31.

Unit 11, change bag limit to one bear per year and eliminate resident tag fee requirement.

Unit 13, lengthen season outside of the Denali State Park Management Area to extend year round, July 1-June 30.

Units 14A, 14B, remainder of 14C, and 16A, align seasons Sept. 1-May 31.

Unit 16B, extend season to May 31, eliminate resident tag fee requirement, and clarify one per year bag limit to not count against the one in four bag limit in other areas of the state. Delay the season opening to Sept. 15 within one mile of Wolverine Creek Cove.

Unit 17, liberalize bag limit to one bear per year in all of Unit 17, and lengthen season in portion of 17B upstream from and including the Chilchitna River drainage to start Sept. 10.

Unit 20D, includes the entire subunit in the resident tag fee exemption.

BLACK BEAR

Unit 6D, prohibit shooting black bear from a boat.

Unit 14A, change season to no closed season.

CARIBOU

Unit 9B and portions of **Unit 17**, modify bag limit for residents. Remains 5 caribou, but for Unit 9B, only one bull July 1- Nov. 30, Unit 17A, drainages west of Right Hand Point, 17B, and 17C, east of Wood River, only one bull Aug. 1-Nov. 30. Reduce bag limit for nonresidents from two to one caribou.

DEER

Unit 3, align the deer season on the Lindenberg Peninsula with the remainder of the unit, lengthening it to Aug. 1-Nov. 30, and increasing the bag limit to 2 bucks.

Unit 8, remainder, retain 3 deer bag limit, change doe season to start Oct. 1.

Allow antlers attached to an entire deer carcass as evidence of sex for deer.

ELK

Unit 8, redefine hunt areas on Afognak, open Tonki Peninsula, and in the remainder of Unit 8 (except Raspberry Island), change early portion of season to a drawing hunt, followed by a late-season registration hunt.

4--HUNTING YEAR JULY 1, 2003 THRU JUNE 30, 2004

MOOSE

Unit 6A, extend moose season to Nov. 30.

Unit 6B, change motorized restrictions for registration hunt RM164. No motorized vehicles may be used for hunting or transporting hunters or gear Aug. 15-Sept. 10.

Unit 16B, re-establish resident-only general season hunt Sept. 1-Sept. 20 for spike-fork, 50" bulls. Tier II hunt for any bull Nov. 15-Feb. 28 will continue.

MOUNTAIN GOAT

Units 1A and 1B, close season on the Cleveland Peninsula, and reduce the bag limit from 2 goats to 1 goat in the remainder of the units (RG001).

Unit 8, modify drawing season to Aug. 20-Oct. 25, increase number of permits, and establish Nov. 1- Dec. 15 registration hunt for residents.

SHEEP

Unit 11, change resident bag limit from any ram to ram with $\frac{3}{4}$ curl horn or larger.

WOLVES

Units 1 and 3-5, decrease the hunting season length by 2 months to Sept. 1-Mar. 31, and the trapping season length by one month to Nov. 10-Mar. 31.

Units 9 and 17, increase hunting bag limit to 10 per day.

Unit 16, increase hunting bag limit to 10 per season.

Unit 16B, allow the use of snowmachines for taking wolves.

Units 20A and 20C, create the Nenana Canyon Closed Area and prohibit taking of wolves.

COYOTE

Units 6-11 and 13-17, lengthen hunting season to Aug 10-April 30, and increase the limit to 10.

FOX

Units 11 and 13, lengthen hunting season to Sept 1-Mar. 15 and increase bag limit to 10 foxes and only 2 may be taken prior to Oct. 1.

MISCELLANEOUS

Unit 7 and 15, create new Russian River Closed Area to prohibit hunting in June and July.

GENERAL INFORMATION

Ignorance Is No Excuse - You Must Know The Law!

If you violate a game law you are responsible for your actions.

Seasons and bag limits are listed by unit on pages 33-125 of this book.

You may hunt for any species for which there is an open season listed in the unit in which you wish to hunt.

If the species is not listed, you may not hunt it.

If an Alaska State Trooper, police officer, Fish and Wildlife Protection Trooper, or authorized Department of Fish and Game (ADF&G) employee asks to see your license, tags, harvest tickets, permits, game, or any equipment used to take game, you must show any or all of these items.

Sometimes seasons need to be changed on short notice. When this happens, the department issues Emergency Orders to protect a wildlife resource. Emergency Orders are as legally binding as regulations adopted by the Board of Game and statutes adopted by the legislature. Emergency orders are posted at all Fish and Game offices and on our website.

Types of Hunting Seasons

There are hunting seasons for residents and nonresidents.

Nonresidents are allowed to hunt when there is enough game to allow everyone to participate. When there isn't enough game, nonresident hunters are restricted or eliminated first. If more restrictions are necessary, seasons and bag limits may be reduced or eliminated for some residents.

Some resident hunts are restricted to subsistence users who must obtain a Tier II permit (see Tier II Subsistence Permits page 12).

For fur animals, small game, unclassified game and deleterious exotic wildlife, see pages 122-125.

Marine mammal harvest is controlled by the federal government. Contact the U.S. Fish and Wildlife Service at (907) 786-3311 for information on hunting walrus, polar bear, and sea otter. Contact the U.S. Department of Commerce, National Marine Fisheries Service at (907) 586-7235 for information on hunting seals, sea lions, and beluga whales.

Some Common Violations

- Shooting on, from, or across the driveable surface of any constructed road.
- Leaving the kill site for any reason without first validating your harvest ticket or permit (see Harvest Tickets and Permits page 11).
- Failing to salvage all meat of big game animals (except wolves and wolverines) and wildfowl for human consumption. Some restrictions apply to bears taken at certain times of the year in specific areas. If you don't want all of the meat, contact someone in the nearest community and offer them the meat. You may legally transfer the meat to another person. (See Salvage, page 15, Transfer of Possession, page 16, and Definition of Edible Meat page 20.)
- Failing to leave evidence of sex naturally attached to the meat when the hunt is restricted to one sex. Antlers are not proof of sex, except for deer when the antlers are naturally attached to an entire carcass with or without the viscera. Horns are proof of sex for Dall sheep; both horns must be salvaged. In most units the evidence of sex must remain attached to bears (see page 22).
- Transporting antlers or horns to the departure point from the field (landing strip, trail head, road, river, etc.) before bringing out the meat. Antlers or horns may be transported simultaneously with the last load of meat (see page 16).
- Intentionally or negligently feeding moose, bear, wolf, fox, or wolverine, or intentionally leaving food or garbage in a manner that attracts these animals.
- Leaving any part of a harvested animal on a public road or right-of-way is littering and is illegal. Leave guts, hides, etc. in the field out of sight of roads and trails.
- Driving a motorized land vehicle across or through a stream in which salmon, steelhead, sea run cutthroat, Dolly Varden, Arctic Char, sheefish, or whitefish spawn, rear, or migrate. Protected streams are listed in the Anadromous Waters Catalog and Atlas which may be viewed at all ADF&G offices.

Waterfowl regulations are available in mid-August at license vendors or ADF&G offices. To take waterfowl, if you are 16 years of age or older, you must have a hunting license, state and federal duck stamps and follow the seasons and bag limits, and methods and means permitted.

ATTENTION

New Canadian laws significantly restrict transportation of firearms through Canada!!

Canadian transport policy for firearms requires prior planning. To transport a regular rifle and/or shotgun you must pay a \$50 fee (Canadian) and fill out a firearms declaration form. You may now receive an "Authorization to Transport" (ATT) permit to transport a handgun through Canada. This permit must be authorized BEFORE you arrive at the border. If not, your handgun may be confiscated. The handgun cannot have a barrel length shorter than 4 1/4 inches (105 mm), cannot fire a .25 or .32 caliber bullet and probably has to be in a locked case. An ATT permit is free, however you will still have to register and pay the \$50 fee.

For more information or to order a copy of the Firearms Act, its regulations, application forms and other Canadian Firearms Centre publications, contact them at:

1-800-731-4000 (Ext. 9062) or www.cfc.gc.ca

e-mail: canadian.firearms@justice.gc.ca

Firearms Advisory to Nonresident Aliens

(A person who is neither a citizen nor a permanent resident of the United States)

New federal regulations are now in effect for temporarily importing firearms and ammunition into the United States.

1. Non-resident aliens must provide U.S. Customs with a pre-approved U.S. import permit and evidence that they fall into an exemption category (e.g., by providing a valid Alaska hunting license/permit) before they will be allowed to import firearms or ammunition.
2. The Bureau of Alcohol, Tobacco and Firearms (ATF) issues the required import permit. This permit can be obtained by completing a form (Form 6 Part 1, Application and Permit for Importation of Firearms, Ammunition and Implements of War), which is available from the ATF or on the ATF Web site. It can take 6 to 12 weeks to process the application so the permit should be applied for well in advance.
3. The application form for the import permit must be accompanied by a copy of an Alaska (or other U.S.) hunting license.

Contact Information: Bureau of Alcohol, Tobacco and Firearms

Firearms and Explosives Imports Branch

Telephone: (202) 927-8320

Web site: www.atf.treas.gov/

KNOWLEDGE OF LAND OWNERSHIP is the Hunter's Responsibility

Private Lands. State hunting regulations apply to private land, but DO NOT guarantee access. Most of Alaska's land is in public ownership and managed by federal or state agencies. However, a significant portion of the state is in individual or corporate ownership. If you intend to hunt on private lands in Alaska, make sure you have permission from the land owner. If you will be hunting with a guide or using the services of a transporter, they should have a working knowledge of land ownership in the area where you will hunt. For additional information go to our hunting website: www.state.ak.us/adfg/wildlife/geninfo/hunting/sources.htm#private

Land Ownership and Public Access Information. The Alaska Department of Natural Resources (DNR) and the U.S. Bureau of Land Management (BLM) maintain general land status records. Both agencies also maintain records indicating the availability of public access routes (roads, trails, campsites) that can be used to reach public lands and waters. Access and use of the State of Alaska's navigable and public waters is protected under the state constitution and statutes. Use of these waters, below the ordinary high water mark, does not require a permit from the upland owner. For more information on land status and access contact: DNR Public Information Center (Anchorage) (907) 269-8400; BLM Public Information Center (Anchorage) (907) 271-5960.

Alaska's Regional Native Corporation Lands. The largest private landowners in the state are the Native village and regional corporations. If you wish to hunt on these private lands, you must contact the appropriate land management office to determine if a land use permit and/or fees are required. Some of these lands are closed to the use of non-stockholders. Use of private lands without the landowner's permission, other than those legally reserved for public access easements, is trespass.

Unit	Regional Corporation	Contact Number
1-5	Sealaska	(907) 586-1512
6-7	Chugach	(907) 563-8866
8	Koniag	(907) 486-2530
9, 17	Bristol Bay	(907) 278-3602
10	Aleut	(907) 561-4300
11-13	Ahtna	(907) 822-3476
14-16	Cook Inlet	(907) 274-8638
18	Calista	(907) 279-5516
19-21, 24-25	Doyon	(907) 459-2030
22	Bering Strait	(907) 443-5252
23	NANA	(907) 442-3301
26	Arctic Slope	(907) 852-8633

Local Restrictions. Local, municipal, or federal governments may prohibit the discharge of firearms or access to an area. Check with the agency with jurisdiction for more information.

State Lands. State lands are open to hunting unless they are closed by state, local, or municipal laws.

State Parks. Parts of the state park system are open to hunting, but the laws about the discharge of firearms vary from park to park. For information, call the Dept. of Natural Resources, Public Information Center at (907) 269-8400.

Military Lands. Hunter Education is required for all hunters on Army lands. Civilians are allowed on some military lands for hunting. Because of unexploded ammunition or military shooting practices, civilians must check in with the military before going on these lands. Call for more information: Ft. Greely 873-1615, Ft. Wainwright 353-9685, Ft. Richardson 384-3046, Eielson AFB 377-5182, Elmendorf AFB 552-2436.

Federal Public Lands. Subject to federal restrictions and closures, most federal public lands are open to hunting under these regulations; however, National Parks and Monuments are closed to hunting under these regulations. Additionally, a ➔ indicates other federal lands that may have been closed or restricted by federal subsistence regulations. If you are planning to hunt on federal lands, consult the Subsistence Management Regulations for Federal Public Lands in Alaska for details. Calling federal agencies is also advised as in-season closures can occur at any time and may not be reflected in their annual regulatory publication.

For more information or a copy of the federal regulations, contact: U.S. Fish and Wildlife Service, Subsistence Management, (800) 478-1456 or the following agencies:

- * For National Parks and Preserves: National Park Service (907) 257-2649.
- * For National Wildlife Refuges: U.S. Fish and Wildlife Service (800) 478-1456.
- * For National Recreation Areas: Bureau of Land Management (907) 271-5960.
- * For National Forests: U.S. Forest Service (907) 586-8806.

The Alaska Department of Fish and Game administers all programs and activities free from discrimination on the basis of race, color, national origin, age, sex, religion, marital status, pregnancy, parenthood, or disability. The department administers all programs and activities in compliance with Title VI of the Civil Rights Act of 1964, Section 504 of the Rehabilitation Act of 1973, Title II of the Americans with Disabilities Act of 1990, the Age Discrimination Act of 1975, and Title IX of the Education Amendments of 1972.

If you believe you have been discriminated against in any program, activity, or facility, or if you desire further information please write to ADF&G, P.O. Box 25526, Juneau, AK 99802-5526; U.S. Fish and Wildlife Service, 4040 N. Fairfield Drive, Suite 300, Arlington, VA 22203 or O.E.O., U.S. Department of the Interior, Washington DC 20240.

For information on alternative formats for this and other department publications, please contact the department ADA Coordinator at (voice) 907-465-4120, (TDD) 907-465-3646, or (FAX) 907-465-2440.

LICENSE AND TAG INFORMATION

All Alaska residents 16 years or older must possess a valid license to hunt. Alaska residents 15 years of age or younger are not required to possess a license to hunt. Residents 60 years or older may apply for a permanent identification card in lieu of a license. All nonresident hunters, regardless of age, must possess a hunting license.

All hunters must carry any required harvest tickets, permits, and/or tag(s) while hunting. Children less than 10 years old are not allowed to have their own harvest tickets or permits - see youth hunters, page 9.

Licenses, harvest tickets, and big game locking tags are available from most license vendors (sporting goods stores, etc.), at www.state.ak.us/adfg/admin/admhome.htm, by calling (800) 478-2376 or (907) 465-2376, or by mail from ADF&G Licensing Section, P.O. Box 25525, Juneau, AK 99802. Tags for subsistence hunting of muskox are available from ADF&G offices in Fairbanks, Barrow, Kotzebue, and Nome.

Hunting licenses and big game tags are valid from the date of purchase through December 31 of that year (AS 16.05.350). Harvest tickets are valid from the date issued through the following June.

If you give false information when applying for a license, permit, tag, or harvest ticket, these documents are void and you have broken the law. It is illegal to alter, change, loan, or transfer any license, permit, tag, or harvest ticket issued to you, and you may not use anyone else's license, tag, or harvest ticket. There is an exception provided for blind persons, disabled people, and persons 65 or older (see Proxy Hunting, page 12). (AS 16.05.405(a)).

A person who has had hunting license privileges revoked/suspended in any other state may not purchase an Alaska license during the period of the revocation/suspension (AS 16.05.330(d)).

Resident License Fees

A resident is

- a person (including an alien) who is physically present in Alaska with the intent to remain indefinitely and make a home here, has maintained that person's domicile in Alaska for the 12 consecutive months immediately preceding this application for a license, and is not claiming residency or obtaining benefits under a claim of residency in another state, territory, or country; OR
- a member of the military service or U.S. Coast Guard who has been stationed in Alaska for the 12 consecutive months immediately preceding this application for a license; OR
- a dependent of a resident member of the military service or U.S. Coast Guard who has lived in Alaska for the 12 consecutive months immediately preceding this application for a license. A person who does not otherwise qualify as a resident may not qualify by virtue of an interest in an Alaska business. (AS 16.05.415).

If you have any questions about your residency call your local Fish and Wildlife Protection office (telephone numbers are listed on page 2).

Permanent ID. Resident hunters 60 years or older may obtain a free, permanent identification card issued by the department. The I.D. card replaces your sport fishing, hunting, and trapping license. Harvest tickets and tags are still needed. An application may be obtained from any ADF&G office or call 907-465-2376.

Resident disabled veterans may qualify for a free resident hunting license. The applications may be obtained from most ADF&G offices, however the license is issued **only** from ADF&G Licensing Section, PO Box 25525, Juneau, AK 99802-5525. To receive this license you must:

- * have been honorably discharged from military service;
- * be eligible for a loan under AS 18.56.101; and
- * be certified by the United States Veteran's Administration as having incurred a 50 percent or greater disability during military service.

Other Disabled Residents can purchase a disabled license at the regular price. A disabled license prequalifies you for a proxy. The applicant must provide written proof that they receive at least 70% disability compensation from a government agency for a physical disability, or provide a written affidavit signed by a physician licensed to practice medicine in Alaska certifying that the person is at least 70% physically disabled. Applications are available at any Fish and Game office, and must be mailed to the Licensing Division in Juneau for processing.

License Fees

Trapping	\$15
Hunting	\$25
Hunting and trapping	\$39
Hunting and sport fishing	\$39
Hunting, trapping and sport fishing	\$53
Low income	\$5
Waterfowl Stamps	\$5

Low income license. You can buy a low income license for \$5 if your family earned less than \$8,200 (before taxes) for the preceding year or you obtained assistance during the preceding six months under any state or federal welfare program. If requested, you must show proof of your income or welfare support. The \$5 license is for hunting, trapping and sport fishing; **it is not a "subsistence" license** and you must still obtain required harvest tickets, permits, or tags.

Resident Tags

Residents must possess a locking tag before hunting brown/grizzly bears in most locations (see page 22), and before hunting muskoxen. Subsistence hunting of muskoxen requires a special tag issued by the department.

Residents hunting muskoxen in subsistence hunts within Units 22, 23, and 26 do not have to pay the tag fee, but must still possess a tag while hunting. Residents hunting muskoxen on Nunivak and Nelson Island in Unit 18 or in 26B east must pay the appropriate tag fee.

In areas where a tag is required, it must be affixed, attached, or locked on the animal (skull or hide) immediately after the kill and must remain there until the animal is prepared for storage, consumed or exported. In some units you may need a registration or drawing permit in addition to the tag.

Resident Tag Fee

Brown/Grizzly bear	\$25
Muskox	
Nunivak Island, 22E, and 26B east	
Bull	\$500
Cow	\$25
Nelson Island	
Bull or cow	\$25
Subsistence hunts for Muskox	
Unit 22, 23, and 26	
Bull or cow	No charge

Youth Hunters

Alaska residents 15 years of age or younger are not required to possess a license to hunt. Nonresident youth hunters must possess a license.

A hunter who is younger than 10 may take big game only under the direct, immediate supervision of a licensed adult at least 18 years old. The animal taken must be counted against the adult's bag limit. The adult is responsible for ensuring that all legal requirements are met. Individuals must comply with big game tag requirements, if applicable, and adults

must validate their harvest tickets, or permits. See page 11 harvest tickets.

Take a Child Hunting (TACH)

Beginning July 10, 2003, permits for child-adult pairs to hunt bull moose in Unit 20B for 4 consecutive days in early August will be issued only in person at the Fairbanks Fish and Game office.

These permits are in response to a bill passed by the legislature aimed at encouraging adults to take children hunting before school starts in the fall and before

regular hunting seasons begin. Permits will be issued to a child age 8 to 17 accompanied by a licensed resident adult 21 or older. Only the child may shoot the moose.

Any moose harvested by the child will count as the bag limit for both the child and adult hunter. A resident child must be accompanied by a licensed resident adult, and a nonresident child must be accompanied by a licensed resident parent, stepparent, or legal guardian.

Military Licenses and Tags

Military personnel, regardless of their residency status, must comply with all Alaska hunting regulations regardless of where they hunt. License and tag requirements are explained below; however, harvest tickets or permits are required no matter where you are hunting.

RESIDENT MILITARY. Active duty members of the military stationed in the state for the preceeding 12 months, and their dependents living in the state for the preceding 12 months are considered residents. They must have appropriate resident licenses, harvest tickets, permits and tags to hunt anywhere in Alaska.

NONRESIDENT MILITARY PERSONNEL ON MILITARY LANDS. For the first 30 days, military personnel and their dependents must have a nonresident license and appropriate nonresident locking tags for big game hunting, regardless of where in Alaska they hunt. Active duty members of the military, not including dependents, may hunt big game without a license or nonresident tags on military land open to hunting if they have been on duty, at an installation or facility within Alaska for more than 30 days but less than 12 months.

NONRESIDENT MILITARY PERSONNEL OFF MILITARY LANDS. Active duty members of the military, and their dependents, who have been on duty for more than 30 days but less than 12 months and are permanently stationed in Alaska, are nonresidents for purposes of hunting anywhere other than military land in Alaska. They must obtain nonresident military small game licenses at the rates for resident hunting licenses, but must purchase a nonresident hunting license at full price and appropriate tag(s) at one-half of the nonresident rate to hunt big game.

GUIDING REQUIREMENTS. All nonresidents, including military personnel and their dependents, are required to be accompanied in the field by a registered guide or a relative within second-degree of kindred who is 19 years or older and an Alaska resident, to hunt brown/grizzly bear, Dall sheep or mountain goat.

Nonresident and Nonresident Alien Licenses and Tags

Anyone who is not a resident of Alaska is a nonresident.

Citizens of a foreign country who are not residents of the United States are nonresident aliens.

All nonresidents regardless of age must have appropriate licenses.

All nonresidents 10 or older must also have appropriate tags and harvest reports.

All nonresidents under the age of 10 will not be issued tags and harvest reports.

Nonresident Licenses

Small game hunting (grouse, hare, ptarmigan, waterfowl, cranes and snipe)

..... \$ 20

Hunting (all game) \$ 85

Hunting and trapping \$250

Alien hunting (big game) \$300

Guide Information

A nonresident (U.S. citizen) who hunts brown/grizzly bear, Dall sheep or mountain goat must be accompanied in the field by an Alaska licensed guide or be accompanied in the field by an Alaska resident 19 years or older who is within the second-degree of kindred. This means he or she, if not a registered guide, must be your: father, mother, brother, sister, son, daughter, spouse, grandparent, grandchild, brother- or sister-in-law, son- or daughter-in-law, father- or mother-in-law, stepfather, stepmother, stepsister, stepbrother, stepson, or stepdaughter.

Nonresident alien hunters (not U.S. residents) must be accompanied in the field by an Alaska licensed guide to hunt any big game animal.

A current list of licensed guides, transporters, and general information on guiding is available on the web site at www.dced.state.ak.us/occ/GuiUseReg.cfm or may be obtained by mail for \$5 from:

Dept. of Community
& Economic Development
Division of Occupational Licensing
P.O. Box 110806
Juneau, AK 99811-0806
Telephone (907) 465-2543

Nonresident Tags

Nonresident and nonresident alien hunters must buy the appropriate locking tag before hunting a big game animal. The tag must be locked on the animal immediately after the kill and must remain there until the animal is prepared for storage, consumed or exported. Bear tags must be locked on the hide.

*A big game tag may be used for another species of equal or lower value, but a tag may not be used more than once nor can two or more tags be put on one animal. The harvest report for the original species which was not harvested should still be returned to report both the unsuccessful hunt information and the successful hunt and harvest information of the other species. **Vendors may issue harvest tickets regardless of whether a locking tag has been purchased for a particular species.***

Nonresident Tag Fees:

Black bear each \$ 225

* Brown/grizzly bear each \$ 500

Bison each \$ 450

Caribou² each \$ 325

* Dall sheep² each \$ 425

Deer each \$ 150

Elk each \$ 300

Moose² each \$ 400

* Mountain goat each \$ 300

Muskox each \$ 1,100

Wolf¹ each \$ 30

Wolverine each \$ 175

*Guide required.

¹A tag is not required for wolves in Units 13, 16, 19, and 20, however a guide is still required for nonresident aliens.

² Harvest report required.

Nonresident Alien Tag Fees:

*Black bear each \$ 300

*Brown/grizzly bear each \$ 650

*Bison each \$ 650

*Caribou² each \$ 425

*Dall sheep² each \$ 550

*Deer each \$ 200

*Elk each \$ 400

*Moose² each \$ 500

*Mountain goat each \$ 400

*Muskox each \$ 1,500

*Wolf¹ each \$ 50

*Wolverine each \$ 250

Hunters should be aware that except for a registered or master guide it is illegal for anyone to provide for compensation any supplies, equipment, or services (other than transportation) to a big game hunter in the field.

In other words, transporters and individuals cannot legally provide for compensation vehicles, fuel, bear bait and/or stations, camping, hunting, or game processing equipment or any hunting services such as cleaning of game, glassing, packing, etc. from a permanent or nonpermanent structure in the field or on a boat on saltwater.

Licensed transporters may provide transportation services and accommodations (room and board) only at a personally owned permanent structure in the field or on boat on saltwater.

It is illegal for a transporter to accompany or remain in the field at a nonpermanent structure with a big game hunter who is a client of the person except as necessary to perform transportation services.

Unlicensed individuals cannot legally provide transportation service

HARVEST TICKETS AND PERMITS

To protect, conserve, and enhance wildlife populations in Alaska, ADF&G needs to learn how many animals are taken by hunters. Reporting your harvest is mandatory for most big game species.

Harvest Tickets

Harvest tickets are required in most areas to hunt deer, moose, caribou and sheep. A hunter who is younger than 10 at the start of the hunt cannot have a harvest ticket. The young hunter is allowed to hunt only on behalf of an adult harvest ticket holder, under the direct immediate supervision of that adult. The adult harvest ticket holder must be a licensed hunter, 18 or older and is responsible for ensuring all legal requirements are met. Harvest tickets are not required for hunts where drawing, reg-

istration, or Tier II permits are required.

Your harvest ticket(s) must be carried in the field and must be validated by cutting out the month and day immediately upon taking game. You must keep each validated harvest ticket(s) in your possession until that animal has been delivered to the location where it will be processed for consumption.

Attached to most harvest tickets are harvest report cards. The report card need

not be carried in the field, but must be mailed or delivered within 15 days of taking the bag limit or within 15 days after the close of season, even if you did not hunt or take an animal. Harvest tickets are available free from license vendors and ADF&G offices. Each harvest ticket number must be written on the back of your hunting license. The numbers of harvest tickets issued the previous calendar year which are still valid must be transferred to the back of a new hunting license.

People who live and hunt caribou north of the Yukon River do not need caribou harvest tickets/reports, but must register with ADF&G or an authorized license vendor within the area.

Permits

When hunter demand is higher than a game population can sustain, harvest is often restricted by permits. Three kinds of permit hunts are used: drawing, registration, and Tier II. **In these cases the permit/report takes the place of the harvest ticket/report.** A hunter who is younger than 10 at the start of the hunt cannot have a permit.

Hunters who receive a permit must agree to specific conditions and reporting requirements for each hunt. The following conditions and procedures apply to all permit hunts:

1. A permit is not valid until you sign it.
2. You must carry the permit while hunting.
3. You may not transfer your permit to another hunter (except by proxy authorization and community harvest (page 12)).
4. You may apply as an Alaska resident if you will qualify as a resident on the starting date of the hunt.
5. You must validate the permit by cutting out the month and day immediately upon taking game.
6. You must keep the validated permit in your possession until the animal has been processed for consumption.
7. Everyone issued a permit must complete and return the permit report, including those who have not hunted, those who were unsuccessful, and those who were successful. You must complete and return the permit report to ADF&G within the time period specified on the permit.
8. If you give false information when applying for a permit, the permit is void.

All Permit Hunts are found in the 4 permit hunt supplements available in May, July, and November.

Registration Permits

Most registration hunts do not limit the number of permits. Seasons will be closed by emergency order if a harvest goal is met. A few registration hunts limit the number of permits on a first-come, first-served basis. Registration permits are issued at ADF&G offices and at limited locations in or near the hunt area.

Details about registration permit hunts and applications are included in the Registration Permit Hunt Supplement which usually is available in July at hunting license vendors and ADF&G offices.

In most cases you must apply in person, but some hunts allow applying through the mail. Check the Registration Permit Hunt Supplement for details.

Drawing Permits www.state.ak.us/adfg/admin/admhome.htm

Drawing permit hunts limit harvest by restricting the number of hunters. Hunters apply for permits (in May or November) and pay a nonrefundable application fee. Permits are selected by random lottery.

Prior to application for drawing permits, the applicant must obtain or have applied by mail for the appropriate hunting license. If you have a hunting license, the license number must appear on the drawing permit application or the application will become void. This license requirement does not apply to nonresident military applying to hunt on military land or residents under the age of 16.

Details about drawing permit hunts and applications are included in the Drawing Permit Hunt Supplements which are available at hunting license vendors and ADF&G offices in early May with an application deadline of May 31 and in November with an application deadline of December 6.

Remember

A permit is not valid until you sign it.

You must carry the permit while hunting.

To get a drawing permit, you must buy the appropriate hunting license before you apply or have applied by mail.

Your permit may not be transferred to another hunter.

Tier II Subsistence Permits www.wc.adfg.state.ak.us/permits/tierii/

Tier II subsistence permits may be issued when there isn't enough game to satisfy all subsistence needs. Hunters must answer questions on the application concerning their dependence on the game for their livelihood and availability of alternative resources. Applications are scored based on responses to the questionnaire and permits are issued to those with the highest scores. Details about Tier II subsistence permit hunts and applications are included in a Tier II Permit Supplement which is available in early May at license vendors and ADF&G offices. Application deadline is May 31.

Community Harvest Permits

Community Harvest Permits may be issued to groups of people for hunting big game in specific hunt areas designated by the Board of Game. Permits are issued only where the Board of Game has established a community harvest hunt area, and are available only to Alaska residents. This type of permit accommodates local hunting practices and creates a group bag limit, rather than an individual bag limit. Hunters who sign up for a community harvest permit during a given regulatory year cannot also hunt for the same species under other regulations during the same regulatory year covered by the community harvest permit, except in specific circumstances. Other people can hunt in a Community Harvest Area, however they will have an individual bag limit. There are two designated community harvest areas (Chalkyitsik and Yukon Flats).

Proxy Hunting for Deer, Caribou, and Moose Only

A resident may proxy hunt only for deer, caribou, and moose. If blind, 70 percent physically disabled, or 65 years of age or older, a person (the beneficiary) may obtain an authorization allowing another person (the proxy) to hunt for the beneficiary. Both the beneficiary and proxy must be Alaska residents and if disabled, obtain a written statement signed by a medical doctor stating the percentage of the disability.

Once the beneficiary and the proxy have obtained licenses and any necessary harvest tickets and/or permits, either or both may apply for a Proxy Hunting Authorization at any ADF&G office. Other issuing locations have been established as well. Once validated, this authorization will allow the proxy to hunt for the beneficiary. As a proxy you may hunt for the beneficiary and yourself at the same time, as long as the appropriate licenses, harvest tickets and/or permits for both hunters are in your possession. The beneficiary cannot hunt while the proxy is hunting for them.

A resident who is proxy hunting for another resident must have possession of the proxy form, the beneficiary's license, permit, and all other documents issued to the beneficiary that are required by law as a condition of taking game for that hunt. In addition, the proxy hunter must also have a license and carry all the documents required by law as a condition of taking game for that hunt. For example, if a person wants to proxy hunt in an archery-only area, both the proxy and the beneficiary must have successfully completed a department approved bow hunting education course (IBEP or equivalent).

The beneficiary is responsible for all harvest and permit reporting, whether or not the proxy is successful. The proxy is responsible for providing the beneficiary with the information necessary for the beneficiary to properly report.

The proxy hunting authorization may not be used in federal subsistence registration hunts. Complete details of proxy hunting are available at ADF&G offices.

For information contact ADA coordinator at (907) 465-4120.

Disability Provisions

If you are at least 70 percent physically disabled you qualify for special disability provisions outlined below (as defined in AS 16.05.940).

Big game in Units 1-5 and black bear in Unit 6D may be taken from a boat if you have obtained a special physical disability permit for this purpose.

A person with physical disabilities may shoot game from a motorized vehicle in portions of Units 7 and 15 within the Kenai National Wildlife Refuge. This person must require a wheelchair for mobility, obtain a permit from the department, and be in compliance with the Kenai National Wildlife Refuge regulations. The department may require that the permittee be accompanied by another hunter with a valid hunting license capable of assisting the permittee in retrieving game taken by the permittee.

For further information contact the ADA coordinator at (907) 465-4120.

GENERAL HUNTING RESTRICTIONS

METHODS AND MEANS

Any game may be taken by any method except:

You may

- NOT shoot on, from, or across the driveable surface of any constructed road or highway.
- NOT drive, herd, harass, or molest game with any motorized vehicle such as an aircraft, snowmachine, motor boat, etc. While you may use a motorized vehicle to locate an animal, you may not pursue with your vehicle an animal that is fleeing. A snowmachine may be used to pursue a wolf in some areas where wolf control implementation plans have been adopted by the Board of Game. See page 32 for area descriptions.
- NOT take game from a motorized land vehicle, except in Units 7 and 15 with a permit (*see above*). You must be off or out of any motorized vehicle before shooting. However, you may take game from a snowmachine if the motor has been shut off and the snowmachine is not moving. In Units 22 and 23 you may use a snowmachine to position caribou to select an animal for harvest provided that animals are not shot from a moving snowmachine. A snowmachine may be used to take wolves in Unit 19, provided that animals are not shot from a moving snowmachine. In some areas where wolf control implementation plans have been adopted by the Board of Game wolves may be taken by snowmachine. See page 32 for area descriptions.
- NOT take game from a motor-driven boat if the boat is still moving because of the motor, but caribou may be taken from a moving motor-driven boat in Units 23 and 26. You may NOT shoot big game in Units 1-5 or black bear in Unit 6D from a boat unless you have obtained a disability permit (*see above*).
- NOT use a helicopter for hunting or for transporting hunters, hunting gear, game meat, or trophies, or any equipment used to pursue or retrieve game. Helicopter use may be authorized to rescue hunters, gear, or game in a life-threatening situation.
- NOT use poison or other substances that temporarily incapacitate wildlife, without written permission from the Board of Game.
- NOT use a crossbow in a restricted weapons hunt. You may use a crossbow in any hunt that does not restrict weapons.
- NOT use a bow that shoots more than one arrow at a time.
- NOT use a machine gun, set gun, or shotgun larger than 10 gauge.
- NOT use a pit, fire, artificial light, laser sight, electronically-enhanced nightvision scope, radio communication, cellular or satellite telephone, artificial salt lick, explosive, expanding gas arrow, bomb, smoke, or chemical. Scent lures may be used for ungulates and for black bears with a baiting permit. Communications equipment may be used for safety purposes; however, it may not be used to aid in the taking of game.
- NOT use a trap or a snare to take big game, fur animals, waterfowl, cranes or snipe. However, you may take grouse, hare, ptarmigan, or unclassified game with a snare (*see definitions of fur animals and unclassified game, pages 20-21*).

Any fur animal may be taken by any method except:

You may

- NOT hunt coyote, arctic fox, red fox, lynx, or squirrel with a dog, trap, snare, net, or fish trap.
- NOT hunt coyote, arctic fox, red fox, lynx, or squirrel by disturbing or destroying dens.

- NOT hunt river otter, marten, mink, weasel, muskrat, or marmot. These are furbearers and may be taken only under trapping regulations.
- NOT hunt fur animals the same day you have been airborne, with the exception of a coyote and squirrel, provided you are at least 300 feet from the airplane.
- NOT hunt coyote, arctic fox, red fox, lynx, or squirrel with a nonresident small game license.

Big Game Hunting Restrictions

Big game means black bear, brown/grizzly bear, bison, caribou, Dall sheep, Sitka black-tailed deer, elk, mountain goat, moose, muskox, wolf, and wolverine.

In addition to the general hunting restrictions for any game listed on page 13, the following restrictions also apply to big game hunting:

You may

- NOT use a rimfire firearm, except you may use .22 caliber rimfire cartridges to take swimming caribou from a boat in Units 23 and 26.
- NOT shoot big game animals while they are swimming (except caribou in Units 23 and 26).
- NOT hunt brown/grizzly bear, black bear, moose, bison, elk, muskox, or mountain goat with a muzzle loading rifle unless it is .54 caliber or larger, or at least .45 caliber with a 250 grain or larger slug.
- NOT hunt with a muzzleloading firearm equipped with a scope during any special season for muzzleloading rifles only.
- NOT hunt with the aid or use of a dog, except that dogs may be used to hunt black bears under a nontransferable permit, issued to an individual who qualifies under the permit conditions established in 5 AAC 92.068.

- NOT hunt a cub bear or a sow accompanied by cub(s). Cub bear means a brown/grizzly bear in 1st or 2nd year of life, or a black bear (including the cinnamon and blue color phases) in the 1st year of life.
- NOT use bait except for black bears under specific conditions (see Baiting Requirements, page 24, and the definition of bait, page 20).
- NOT shoot big game in Units 1-5 or black bear in Unit 6D from a boat unless you have a permit for a physical disability (see Disability Provisions, page 13).

Same day airborne: You may NOT hunt or help someone else take big game until 3:00 a.m. the day following the day you have flown. This section does not apply if you have flown on a regularly scheduled commercial or commuter airplane. You may hunt deer the same day airborne, and you may hunt caribou the same day you have flown, Jan. 1 - Apr. 15 in Units 9B, 17B, that portion of 17C east of the Nushagak River, Unit 22 (where caribou season is open), and in Unit 8 all year, provided the hunter is 300 feet from the airplane.

BAG LIMIT

Bag limit means the maximum number of animals of any one game species a person may take. Bag limits are assigned by unit or portions of units. A bag limit applies to a regulatory year (July 1-June 30) unless otherwise specified, and includes animals taken for any purpose, including subsistence.

You may hunt for a species if the bag limit in your hunt area is greater than the number of animals of that species you have already taken anywhere in the state. If the limit is greater, you may take up to the number of animals you need to reach the limit.

For example: if you took one black bear from Unit 6 (which has a limit of one black bear) and then go to Unit 9 (which has a limit of three black bears), you may take up to two more black bears in Unit 9. But if you hunt in Unit 9 first (limit of three black bears) and kill one black bear, you may not hunt black bear in Unit 6 (limit of one black bear) within the same regulatory year because you have attained the bag limit for that unit.

When there is a hunting season and a trapping season for the same species, the bag limit under hunting regulations is separate from the bag limit for trapping. For example, the hunting bag limit in Unit 23 is two lynx. The trapping bag limit is three lynx. If you buy both a hunting and trapping license, you may take five lynx, two by hunting and three by trapping.

Hunting bag limits are listed by unit in this book.

Be a Responsible Hunter

When you wound an animal or bird you should make every effort to track, find, and kill the wounded animal. If you fail to recover it, that wounded animal or bird should be considered part of your bag limit.

POSSESSION AND TRANSPORTATION

Salvage of meat means to transport the edible meat to the location where it will be processed or consumed. See page 21.

Any game animal taken illegally remains the property of the state. If you mistakenly take an animal you thought was legal, you should salvage the meat and/or the hide and skull if required. You should immediately transport what you salvage to the nearest office of ADF&G or Fish and Wildlife Protection and surrender it to a department representative. If you comply with this regulation, you will not be prosecuted for illegally possessing the animal, and you are less likely to be punished severely for illegally taking the animal.

Evidence of Sex

Horns are evidence of sex for Dall sheep. In all sheep hunts, you must keep both horns with the meat until the meat is butchered or processed for storage; however, horns may be transported simultaneously with the final load of meat. If you kill a big game animal (other than a sheep) where the bag limit is restricted to one sex, you must keep enough of the sex organs (penis, scrotum, testicles, udder, teats, vaginal orifice) naturally attached to part of a rear quarter to show the sex of the animal. Antlers are not proof of sex, except for deer when the antlers are naturally attached to an entire carcass with or without the viscera.

In all big game hunts with antler restrictions, you may not possess or transport the animal unless both antlers accompany the final load of meat. In moose hunts with antler restrictions, if both antlers lack the required number of brow tines, you must keep the antlers attached to the skull with an unbroken or uncut skull plate which keeps the antlers together. In addition a portion of a sex organ must remain naturally attached to the meat.

Hides of all brown bears, and of black bears taken in Units 1-7, 11-17, 19D, and 20 must have the penis sheath or vaginal orifice naturally attached during transport or until sealed. (See definitions on pages 20-21).

Furs, hides, and skulls

You must salvage the hide of a wolf, wolverine, coyote, fox, or lynx. You must also salvage either the hide or meat of beaver and ground squirrel.

See salvage requirements for black bear on page 25 and/or bear information on pages 22-25. You must salvage the entire hide (including claws attached) and skull of a brown/grizzly bear unless it was taken in (and not removed from) one of the three brown bear management areas under a subsistence registration permit (see Bear Hunting Information, page 22).

Antlers must be salvaged where there are antler restrictions; such antlers must remain naturally attached to the unbroken/uncut skull plate if the required number of brow tines aren't present.

You may not possess the horns or antlers of a big game animal unless you also salvaged and removed from the field the meat of the animal. You may possess horns or antlers if they were given to you by someone who salvaged and removed from the field the meat or if you have already eaten the meat of the animal you killed.

Meat

Wanton waste of big game meat is an extremely serious offense punishable by a fine of up to \$5,000 and 1 year in jail.

You must salvage all of the meat of moose, caribou, sheep, mountain goat, wild reindeer, deer, elk, bison, muskox, spring black bear, and small game birds for which seasons and bag limits exist. You must also salvage either the hide or meat of beaver and ground squirrel.

Big game meat you must salvage (excluding black bear) includes meat of the ribs, neck, brisket, front quarters as far as the distal joint of the radius-ulna (knee), hindquarters as far as the distal joint of the tibia-fibula (hock), and meat along the back bone between the front and hind quarters. It does not include meat of the head, guts, bones, sinew, and meat left on the bones after close trimming, or meat that has been damaged and made inedible by the bullet or arrow.

When the salvage of black bear meat is required, you must salvage the meat of the front quarters and hindquarters and meat along the backbone (backstrap). See bear information on pages 22-25.

Edible meat in all cases must be salvaged, however in some units meat must be left on the bone prior to October 1. Where meat of moose and/or caribou must be left on the bone, quarters may be cut into pieces provided the meat remains naturally attached to the bone.

GMU's	Caribou	Moose
9B	HQ, FQ	HQ, FQ
17	HQ, FQ	HQ, FQ
18, S of the Yukon	HQ, FQ	HQ, FQ
19A, Holitna/Hoholitna CUA	HQ, FQ	HQ, FQ
19B	HQ, FQ	HQ, FQ
21A	HQ, FQ	HQ, FQ, Ribs
21B, C, D, E	None	HQ, FQ, Ribs
23	HQ, FQ	HQ, FQ
24	HQ, FQ, Ribs	HQ, FQ, Ribs

Front Quarters (FQ) and Hind Quarters (HQ).

For birds, the breasts must be salvaged.

You must salvage meat unless it has been stolen, has been taken or destroyed by a wild animal, lost to unanticipated weather conditions or other acts of God, or given to someone who accepts responsibility for salvaging and removing the meat from the field.

Marked or Tagged Game

If you take an animal that has been marked or tagged, you must notify the department when and where you took it. If sealing is required, any tag, collar, tattoo, or other identification must be retained with the hide until someone from the department has sealed it. In all cases, this identifying material must be returned to the department.

Transport

You must transport all meat to your departure point from the field (landing strip, trail head, road, river, etc.) before transporting antlers or horns from the kill site. Antlers and horns may be transported simultaneously with the last load of meat. After leaving the field, antlers or horns being transported must be accompanied by all edible meat unless possession of the meat has been transferred to and accepted by someone else (see Transfer of Possession below).

Field means an area outside established year-round dwellings, businesses, or other developments usually associated with a city, town, or village. Field does not include permanent hotels or road houses on the state road system or state or federally maintained airports.

Transfer of Possession

Unprocessed meat and other game parts may be transferred to others permanently (given as a gift) or may be transferred temporarily for the purpose of transport. In doing so, both you and the person taking possession must be able to provide a signed statement that includes: both of your names and addresses, when and where the game was taken, and what specific game or parts of game changed hands. You must show this statement and the meat to a department representative if asked. The statement may be created at the time of the request.

If you accept game or parts of game from someone else, either permanently as a gift or temporarily in order to transport that game, it becomes your responsibility to salvage all edible meat for human consumption.

Transfer of possession form can be found on the inside back cover.

Sealing

Sealing is required for:

- brown/grizzly bears except those taken in and not removed from the three brown bear management areas under a subsistence registration permit (see Bear Hunting Information, pages 22-25).
- black bears taken in Units 1-7, 11-17, and 20.
- black bear hides taken in Unit 19D Jan. 1-May 31 if removed from Unit 19. See page 32 for special restrictions within the Unit 19D wolf management area.
- any untanned bear hide or skull transported or exported from Alaska.
- lynx, wolf, and wolverine.

Where sealing is required, wolves, wolverine, lynx, brown bears (except in Unit 6A, B or C below), and black bears must be sealed within 30 days of the kill. Wolves taken in Units 1-5 must have the radius and ulna of the left foreleg naturally attached to the hide until sealed. All brown bears taken in Unit 6A, B, or C must be sealed within 7 days of kill. (see Bear Hunting Information, pages 22-25).

You may not possess, transport, give away, receive, or barter any illegally taken game or game parts. It is your responsibility to make sure that game is legally taken before you accept or transport it. You may transport game taken illegally only if your purpose is to salvage and surrender the game to a representative of the state.

Sealing means having an authorized ADF&G representative in Alaska place a locking seal on an animal hide and/or skull. The hunter must present the required items unfrozen (hide and skull for bears; hide only for lynx, wolf, and wolverine) in person. The sealing officer asks questions about when, where and how the animal was taken, and may measure the skull and take some biological samples. The seal must remain on the hide and/or skull until it has been transported from the state or until the tanning process has begun.

If you are unable to bring in an animal for sealing within the required time, you must complete and sign a temporary sealing form so another person can have the animal sealed.

Bear Hunter Reminder: Sealing means taking the skull and skin (with claws and evidence of sex attached) of the bear you killed to an officially designated "sealing officer." The skull must be skinned from the hide and they both must be unfrozen.

Exporting Meat or Other Wildlife Parts from Alaska

State Export Requirements

Raw Furs

If you ship a raw skin of a beaver, coyote, fox, lynx, squirrel, wolf, or wolverine from Alaska, you must first obtain a raw fur export permit/report. The blue permit (shipping tag) with attached export report (postcard) is available from ADF&G, post offices and commercial cargo carriers.

The state export shipping tag must be filled out and attached to any package containing raw fur. The post office or cargo carrier may not accept raw skins unless an export permit is attached.

The pre-addressed report card portion must be filled out and mailed.

Federal Export Requirements

Shipping between States: If you ship any wildlife parts between states, packages must be conspicuously marked on the outside with both the name and address of the shipper and consignee, and an accurate list of the package contents by species and number of each species. As a courtesy, shipping tags that will satisfy the federal requirement of marking packages shipped between states are available from all ADF&G and Fish and Wildlife Protection offices.

Shipping outside the United States: As well as the above requirements if you ship any wildlife parts or products out of the United States, federal regulations require that you complete a "Declaration of Importation or Exportation of Fish and Wildlife" (Form #3-177). In addition, if you ship hides, skulls, meat or products of brown/grizzly bears, black bears, wolves, lynx, or river otters out of the United States, you must first obtain a federal "CITES Export Permit".

Transporting to or through Canada: If you take any wildlife parts or products out of the United States, federal regulations require that you complete a "Declaration of Importation or Exportation of Fish and Wildlife" (Form #3-177). In addition, if you transport hides, skulls, meat, or products of brown/grizzly bears, black bears, wolves, lynx, or river otters you are required to have either a CITES permit or a "Personal Effects Exemption Certificate". The Personal Effects Exemption Certificate will allow you to transport these items as noncommercial items accompanying personal baggage without a CITES permit to or through Canada to other states.

Information and Forms: For further information and forms, contact the U.S. Fish and Wildlife Service Import/Export Office in Anchorage at (907) 271-6198, Law Enforcement Office in Fairbanks at (907) 456-0255, or Tetlin National Wildlife Refuge in Tok at (907) 883-5312. "Personal Effects Exemption Certificates" are also available at ADF&G offices in Juneau, Douglas, Ketchikan, Petersburg, Sitka, Haines, Soldotna, and Tok.

Hunter Education in Alaska

Hunter Education Courses, including Hunter Education, Bowhunter Education (IBEP), and Muzzleloading Education, are taught by volunteer instructors in many areas of the state. These classes are popular and fill up quickly: DO NOT wait until the last minute to sign up for a class. Call the nearest ADF&G office for information, or call 267-2187. Visit the Hunter Education website at www.state.ak.us/adfg/wildlife/geninfo/educate/huntered/huntered.htm.

Hunter Education Certification is required for young hunters in Units 7, 13, 14, 15, and 20:

- If you were born after January 1, 1986, and you are 16, you must have successfully completed a Certified Hunter Education course.
- If you were born after January 1, 1986, and you are under 16, you must have either successfully completed a certified hunter education course or be under the direct immediate supervision of a licensed hunter who has successfully completed a Certified Hunter Education course.

In addition, it is required that all hunters successfully complete a Hunter Education Certification class before hunting in these areas:

- Eagle River Management Area for black bear and small game
- Anchorage Coastal Wildlife Refuge
- All army military lands

Hunters wishing to hunt in a weapons restricted area (archery, muzzleloading, or shotgun) must successfully complete a state-approved certification course for the weapon with which they will be hunting. Weapons certification does not satisfy any general Hunter Education Certification that may also be required. For example: a hunter who plans on hunting the archery-only moose hunt on Fort Richardson must have a Bowhunting certification (IBEP) and a Hunter Education certification.

USE OF GAME

You may

- NOT buy, sell, or barter game meat except hares; caribou meat may be bartered in Units 22-26 but the bartered caribou meat cannot be taken out of these units.
- NOT buy, sell, or barter any part of a black or brown/grizzly bear except an article of handicraft made from the fur of a black bear. See definition of handicraft (page 20).
- NOT buy, sell, or barter any untanned, unsealed beaver (except in Units 12, 18-26), lynx, wolf, or wolverine pelts.
- NOT buy, sell, or barter any big game animal skulls taken under a hunting license.
- NOT buy, sell, or barter horns or antlers unless they have been naturally shed or have been completely removed from any part of the skull. However, in Unit 23, you CANNOT remove caribou antlers from the skull and buy, sell or barter them unless they have been transformed into a handicraft (see definition of "handicraft" on page 20 of this booklet). In Unit 23 you CAN buy, sell, or barter naturally shed, unmodified caribou antlers as long as the pedicel is still attached to the antler. In Unit 23 you CAN remove caribou antlers from the skull for your own use but you cannot sell them before they are transformed into a handicraft.
- NOT buy, sell, barter, advertise, or otherwise offer for sale or barter a big game trophy, including any trophy made from any part of a big game animal.
- NOT use the meat of game as bait or food for pets and livestock. You may use as bait or food for pets and livestock, the skin, guts, heads, or bones of game legally taken or killed by vehicles, after the salvage of edible meat, brown bear meat (except that taken under a subsistence brown bear management permit) or black bear meat taken June 1-Dec. 31 (as long as the black bear hide was salvaged). You may use the skinned carcasses of furbearers and fur animals, the meat from small game (other than birds) and unclassified game. Game that died of natural causes may be used as bait so long as the game is not moved from the location where it was found. Natural causes do NOT include death caused by man.

ALASKA HUNTERS FIGHTING HUNGER

The donation of unprocessed meat to appropriate charitable organizations is legal and can represent a significant contribution to their programs. Hunters are encouraged to consider this option provided the donation is desired by the charity.

Please donate your surplus or unneeded moose, caribou or deer carcasses to Food Bank of Alaska!

With prior notification, Northern Air Cargo and ERA Aviation will fly donated carcasses to Anchorage at no cost to the hunter. All you have to do is check the airline schedule and get the carcass to an airport served by one of these generous air carriers.

Food Bank of Alaska will pay for processing costs in Anchorage. The finished product will be donated to shelters, soup kitchens and more than 250 other agencies serving the needy statewide.

Hunters have donated thousands of pounds of wild meat in recent years.

You may use the Transfer of Possession form on the inside back cover of this publication or create your own to donate the meat to Food Bank of Alaska.

For further information, call 272-3663.

EMERGENCY TAKING OF GAME

For Food in a Dire Emergency

If you are in a remote area and unintentionally run out of food and cannot expect to get food from another source soon enough, you may kill wildlife for food to save your life or prevent permanent health problems. If this happens, you must salvage all meat and surrender what is left to the state after your rescue. You will be asked to fill out a statement about the circumstances.

In Defense of Life or Property

You may kill game animals in defense of your life or property if you did not provoke an attack or cause a problem by negligently leaving human or pet food or garbage in a manner that attracts wildlife and if you have done everything else you can to protect your life and property.

Property means your dwelling, means of travel, pets or livestock, fish drying racks, or other valuable property necessary for your livelihood or survival. The meat of a game animal that you have legally taken becomes your property, but you may not kill another wild animal to protect the meat unless the meat is necessary for your livelihood or survival. In this situation you still must do everything possible to protect the meat (i.e. proper storage, scaring the scavenger, etc.) before you may kill the scavenger.

Game animals taken in defense of life or property belong to the state. If you kill a brown/grizzly bear, black bear, wolf, wolverine or coyote, you must salvage the hide (in the case of a brown bear, the hide and the skull) and surrender them to the state. All bear hides must include the attached claws. A surrendered bear hide and skull must have been completely removed from the carcass. If you kill any other big game animals in defense of life or property, you must salvage the meat. You must also notify ADF&G or Fish and Wildlife Protection as soon as possible and you must surrender what you salvaged and fill out and submit a questionnaire concerning the circumstances within 15 days.

ROAD KILLS

Any big game animal killed or injured by a vehicle belongs to the state. If your vehicle hits and injures or kills a big game animal, you must notify the Alaska State Troopers, Division of Fish and Wildlife Protection, as soon as possible.

HUNTER HARASSMENT LAW

It is against state law (AS 16.05.790) to intentionally obstruct or hinder another person's lawful hunting, fishing, trapping or viewing of fish and game. Illegal activities include positioning one's self in a location where human presence may alter the behavior of fish or game another person is pursuing. It is also illegal to create a sight, sound, smell, or physical stimulus to alter the behavior of fish and game another person is attempting to take.

The law does not prohibit lawful competitive practices among hunters, fishermen, or trappers.

Violators of this statute are subject to a fine of up to \$500 and/or up to 30 days in jail.

DEFINITIONS

Some of these definitions appear elsewhere in this book where they are most needed for reference. The form shown in other parts of the book may be slightly different if the editors felt a word change would help the reader better understand the intent of the language.

Airport - an airport listed in the Federal Aviation Agency Alaska Airman's Guide and Chart Supplement.

Antler - the annually cast and regenerated bony growth originating from the pedicle portion of the skull in members of the deer family.

Antlerless - the absence of antlers.

Bag limit - the maximum number of animals of any one game species a person may take in the unit or portion of a unit in which the taking occurs.

Bait - any material excluding a scent lures, that is placed to attract an animal by its sense of smell or taste; bait does not include those parts of legally taken animals that are not required to be salvaged as edible meat if the parts are not moved from the kill site.

Big game - black bear, brown/grizzly bear, bison, caribou, Sitka black-tailed deer, elk, mt. goat, moose, muskoxen, Dall sheep, wolf, and wolverine.

Boat - a vehicle, vessel, or watercraft operated in or on water deep enough to float it at rest and includes hovercraft, airboats, personal watercraft, and amphibious vehicles.

Bow and Arrow - see bow hunting page for equipment definitions page 30-31.

Brow tine - is a tine emerging from the first branch or brow palm on the main beam of a moose antler and projecting forward; the brow palm is separated from the main palm by a wide bay; a tine originating in or after this bay is not a brow tine; illustrations on pages 28-29.

Brown Bear - *Ursus arctos*, including grizzly bears; the terms brown bear and grizzly bear are synonymous.

Buck - a male deer.

Bull Moose - a male moose

Calf - a moose, caribou, elk, muskox, or bison less than 12 months old.

Cub bear - means a brown/grizzly bear in 1st or 2nd year of life, or a black bear (including the cinnamon and blue color phases) in the 1st year of life.

Dire emergency - a situation in which a person:

(A) is in a remote area;

(B) is involuntarily experiencing an absence of food required to sustain life;

(C) will be unable to perform the functions necessary for survival, leading to high risk of death or serious and permanent health problems, if wild game food is not immediately taken and consumed; and

(D) cannot expect to obtain other food sources in time to avoid the consequences described in (C) above.

Domestic mammals - muskoxen, bison, elk, and reindeer, if they are lawfully owned.

Domicile - the true and permanent home of a person from which the person has no present intention of moving and to which the person intends to return when the person is away.

Drainage - the area of land drained by a creek, stream, or river unless further defined in regulation.

Drawing permit - a permit issued to a limited number of people selected by means of a lottery held for all people submitting valid applications for such permits and who agree to abide by the conditions specified for each hunt.

Edible meat - Big game (except black bear): the meat of the ribs, neck, brisket, front quarters as far as the distal joint of the radius-ulna (knee), hindquarters as far as the distal joint of the tibia-fibula (hock), and the meat along the backbone between the front and hindquarters;

Black bear: the meat of the front quarters and hindquarters and meat along the backbone (backstrap);

Wildfowl: the meat of the breast;

However, **edible meat** of big game or wild fowl does not include: meat of the head, meat that has been damaged and made inedible by the method of taking; bones, sinew, and incidental meat reasonably lost as a result of boning or a close trimming of the bones; or viscera.

Field - means an area outside of established year-round dwellings, businesses, or other developments usually associated with a city, town, or village; "field" does not include permanent hotels or

roadhouses on the state road system or state or federally maintained airports.

Front quarter - the front leg and shoulder, including the scapula, as far as the distal joint of the radius-ulna.

Full curl horn - see page 26.

Fur animal - beaver, coyote, arctic fox, red fox, lynx, squirrel, that has not been domestically raised; **fur animal** is a classification of animals subject to taking with a hunting license.

Furbearer - beaver, coyote, arctic fox, red fox, lynx, marten, mink, weasel, muskrat, river otter, squirrel, marmot, wolf, or wolverine; **furbearer** is a classification of animals subject to taking with a trapping license.

Game - any species of bird, reptile, or mammal, including a feral domestic animal, found or introduced in the state, except domestic birds and mammals; game may be classified by regulation as big game, small game, furbearers or other categories.

Handicraft - a finished product in which the shape or appearance of the natural material has been substantially changed by skillful use of hands, such as sewing, carving, etching, scrimshawing, painting, or other means and which has substantially greater monetary and aesthetic value than the unaltered natural material alone.

Harass - to repeatedly approach an animal in a manner which results in animal altering its behavior.

Hide - see skin

Highway - the driveable surface of any constructed road.

Hindquarter - means the hind leg, excluding the pelvis, as far as the distal joint of the tibia-fibula (hock).

Household - that group of people domiciled in the same residence.

Hunting area - that portion of a game management unit where a season and a bag limit for a species are set.

Inboard motor - any motor located within the confines of the boat.

Meat-on-Bone - meat remains naturally attached to the bone. Requirements vary by area or type of hunt. Check specific hunt requirements.

DEFINITIONS

Moose antler - illustrations on page 28.

Motorized land vehicle - any motorized vehicle operated on land; includes hovercraft and airboats.

Naturally shed antler - any portion of an antler which has the base (burr) intact and has not been physically removed by cutting, sawing, or breaking from the skull.

Nonresident - a person who is not a resident of the state.

Nonresident alien - a person who is neither a citizen nor a permanent resident of the United States.

Peace officer - a police officer of the state or a person authorized by the Commissioner of Fish and Game.

Permit hunt - a hunt for which permits are issued on a drawing, registration, or Tier II hunt basis.

Processed for human consumption - prepared for immediate consumption or prepared in such a manner, and in an existing state of preservation, as to be fit for human consumption after a 15-day period.

Registration permit - a hunting permit issued to a person who agrees to the conditions specified for each hunt; permits are issued in the order applications are received and are issued:

(A) beginning on a date announced by the department and continuing throughout the season, or until the season is closed by emergency order when a harvest quota is reached;

(B) beginning on a date announced by the department and continuing until a predetermined number of permits have been issued.

Regulatory year - July 1 through June 30 of the following calendar year.

Resident

- a person (including an alien) who is physically present in Alaska with the intent to remain indefinitely and make a home here, has maintained that person's domicile in Alaska for the 12 consecutive months immediately preceding this application for a license, and is not claiming residency or obtaining benefits under a claim of residency in another state, territory, or country; or

- a member of the military service or U.S. Coast Guard who has been sta-

tioned in Alaska for the 12 consecutive months immediately preceding this application for a license; or

- a dependent of a resident member of the military service or U.S. Coast Guard who has lived in Alaska for the 12 consecutive months immediately preceding this application for a license. A person who does not otherwise qualify as a resident may not qualify by virtue of an interest in an Alaska business.

Salvage - to transport the edible meat, skull or hide, as required by statute or regulation, of a game animal or wildfowl to the location where the edible meat will be consumed by humans or processed for human consumption in a manner which saves or prevents the edible meat from waste, and preserves the skull or hide for human use.

Sealing - the placement of an official marker or locking tag (seal) by an authorized representative of the ADF&G on an animal hide and/or skull, and may include:

(A) collecting and recording biological information concerning the conditions under which the animal was taken;

(B) measuring the specimen submitted for sealing;

(C) retaining specific portions of the animal for biological information, such as a pre-molar tooth from a bear.

Second-degree of kindred - a father, mother, brother, sister, son, daughter, spouse, grandparent, grandchild, brother or sister-in-law, son or daughter-in-law, father or mother-in-law, stepfather, stepmother, stepsister, stepbrother, stepson, or stepdaughter.

Skin, hide, and pelt - are all the same, and mean any untanned external covering of any game animal's body; but do not include a handicraft or other finished product; skin, hide, or pelt of a bear means the entire external covering with claws attached.

Small game - all species of grouse, hares, rabbits, ptarmigan, and waterfowl, cranes, and snipe.

Snowmachine - a motor vehicle of 850 pounds or less gross vehicle weight, primarily designed to travel over snow, and supported, in part by skis, belts, or tracks; snowmachine and snowmobile are equivalent terms.

Take - taking, pursuing, hunting, fishing, trapping, or in any manner disturbing, capturing, or killing or attempting to take, pursue, hunt, fish, trap, or in any manner capture or kill fish or game.

Three-quarter curl horn - see page 26.

Tier II - when the board has identified a game population that is customarily and traditionally used for subsistence and where, even after nonsubsistence uses are eliminated, it is anticipated that a reasonable opportunity to engage in the subsistence use cannot be provided to all eligible residents.

Tine or point - see page 29.

Transport - shipping, carrying, importing, exporting, or receiving or delivering for shipment, carriage, or export.

Trophy - a mount of a big game animal, including the skin of the head (cape) or the entire skin, in a lifelike representation of the animal; trophy also includes a "European mount" in which the horns or antlers and the skull or a portion of the skull is mounted for display.

Unclassified game - all species of game not otherwise classified in these definitions.

Unit - one of the 26 geographical areas listed under Game Management Units in the codified hunting and trapping regulations and the Game Unit Maps of Alaska.

Year - calendar year unless another year is specified.